I CLAIM:

1. A swimming animal-shaped toy comprising:

a motor,

one or more frontal appendages in the form of one of flippers, fins, wings or limbs, said one or more frontal appendages driven by said motor to propel the toy through water;

One or more rear appendages in the form of one of flippers, fins, wings or limbs, said one or more rear appendages being adjustable to control one or both of the toy's propulsion speed and direction in the water.

2. The toy of claim 1 wherein said one or more rear appendages are each independently adjustable to control both of the toy's propulsion speed and direction.

3. The toy of claim 1 wherein said one or more frontal appendages is two or more frontal appendages.

4. The toy of claim 3 wherein said one or more rear appendages is two or more rear appendages.

5. The toy of claim 1 wherein said one or more rear appendages is two or more rear appendages.

6. The toy of claim 5 wherein said two or more rear appendages are each independently adjustable to control both of the toy's propulsion speed and direction.

7. The toy of claim 6 wherein the toy is turtle-shaped and said two or more frontal appendages are a pair of left and right front flippers and said two or more rear appendages are a pair of left and right rear flippers.

8. The toy of claim 7 wherein said left and right front flippers are each hydro-dynamically contoured for lower resistance to forward movement through the water and higher resistance to rearward movement through the water and wherein said left and right front flippers are driven cyclically in a forward and rearward motion by said motor, thereby causing said toy to move forwardly in the water.

9. The toy of claim 8 wherein said cyclically driven forward and backward motion is along a first horizontal plane.

10. The toy of claim 9 wherein each of said left and right rear flippers are adapted to be independently adjusted by moving along a second horizontal plane from a least resistive position that causes least resistance to the forward movement of the toy through the water into a position that selectively causes more resistance to forward movement through the water on the same left or right side of the toy, to thereby cause the toy's propulsion to be curved toward said same side.

11. The toy of claim 10 wherein both of said left and right rear flippers are adapted to be symmetrically adjusted by moving along said second horizontal plane from said least resistive position into a position that selectively causes more resistance to forward movement through the water equally on both said left and right sides of the toy, to thereby cause the toy's propulsion speed to be slowed.

12. The toy of claim 11 wherein said first horizontal plane and said second horizontal plane are substantially coplanar.

13. The toy of claim 12 wherein said toy is adapted to float at or near the water's surface.

14. The toy of claim 9 wherein both of said left and right rear flippers are adapted to be symmetrically adjusted by moving along a second horizontal plane from a least resistive position that causes least resistance to the forward movement of the toy through the water into a position that selectively causes more resistance to forward movement through the water equally on both the left and right sides of the toy, to thereby cause the toy's propulsion speed to be slowed.

15. The toy of claim 14 wherein said first horizontal plane and said second horizontal plane are substantially coplanar.

16. The toy of claim 14 wherein said toy is adapted to float at or near the water's surface.

17. A turtle-shaped toy for use in water and adapted to float at or just below the water's surface, comprising a body having a front left and right flippers protruding there-from, wherein said front left and right flippers are cyclically driven in a forward to rearward motion on a first plane that is substantially coplanar with the water's surface, by a motor disposed within said body, and wherein said front left and right flippers are both hydro-dynamically contoured to have less drag when moving forwardly in the water than when moving rearward so that said cyclically driven motion propels the toy forwardly in the water.

18. The toy of claim 17 further comprising rear left and right flippers protruding there-from, wherein said rear left and right flippers are adapted to be adjusted by moving along a second plane that is substantially coplanar with the water's surface, from a least resistive position having less drag when moving forwardly in the water into a plurality of positions that cause varying degrees of increased drag, to thereby cause the toy's propulsion speed to be reduced.

19. The toy of claim 18 wherein said rear left and right flippers are adapted to be adjusted by moving along said second plane independently of and asymmetrically of each other, so that drag may be selectively balanced between the toy's left and right sides, to thereby cause the toy's propulsion to curve toward said either side, and to simultaneously control the degree of curvature and the rate of said propulsion speed.

20. The toy of claim 17 further comprising rear left and right flippers protruding there-from, wherein said rear left and right flippers are adapted to be adjusted by moving along a second plane independently of and asymmetrically of each other, so that drag may be selectively increased on either of the toy's left or right sides, relative to the other side, to thereby cause the toy's propulsion to curve toward said either side.

21. A method of controlling the speed and curvature of a self-propelled water toy as it is propelled through the water, said method comprising;

providing a pair of flaps, one of which is disposed on a rear left portion and one of which is disposed on a rear right portion of the toy, said flaps each being positionable between at least a highest drag state and a lowest drag state,

adjusting one of said flaps towards its highest or lowest drag state, to increase or decrease it's hydro-dynamic drag relative to the other flap, thereby causing or changing curvature of the toy's propulsion,

adjusting both of said flaps symmetrically towards their highest or lowest drag states, to increase or decrease the overall drag of the toy symmetrically, thereby changing the speed of the toy's propulsion, and

asymmetrically adjusting both of said flaps, towards each flaps highest or lowest drag state independently, thereby changing and controlling both the speed and curvature of the toy's propulsion simultaneously.